Baseball Metrics

Weekly Progress Meeting #1

Feedbacks

- I'm not sure what they're trying to implement. It would be nice to provide detailed information in consideration of people who don't know baseball.
- Your service targets newcomers for baseball, then there will be more specific data for beginners.
- Learning curve too high for indicators, how will **casual fan interpret this?** What are the main functionalities for casual fans?
- ui/ux design seems very important to prevent information bloat to the user
- In predicting victory, there are questions about **how to apply players' data and learn the model**. In the presentation process, there were no images a t all, so it is not clear exactly what is being said. It would have been helpful to add **images to show how a certain simulation is carried out.**
- What can be the **possible effect** if your service offers **analytics** of baseball players? Just to know which player is doing good or bad? * Mini game will not be very useful for **users who are not interested in complex calculation**
- I think the project needs more attractive special features that make difference from other baseball stat websites
- Does **beginners** have to understand difficult words like OPS??? I think they can still fully enjoy baseball without difficult indicators. Want **more de tails about mini game** please!
- How will you rate a player? After every game or is there data you are going to use. Is it just offline or with real data of the games from baseball?
- Do **baseball fans analysis sports data** carefully? There seem to be many fans who enjoy baseball for entertainment purposes without checking the data.
- If sabermetrics is used for baseball simulation rather than to analyze real baseball player in your program. Why should sabermetrics be used rather than other baseball indicators?
- Why did you add a baseball mini-game in your program? What's the difference between a conventional baseball simulation game and your newly made baseball mini-game?

Feedbacks

Target & Solution

What are the main functions for casual fans or newcomers?

Differentiation

What is the difference between your service and others?

Needs

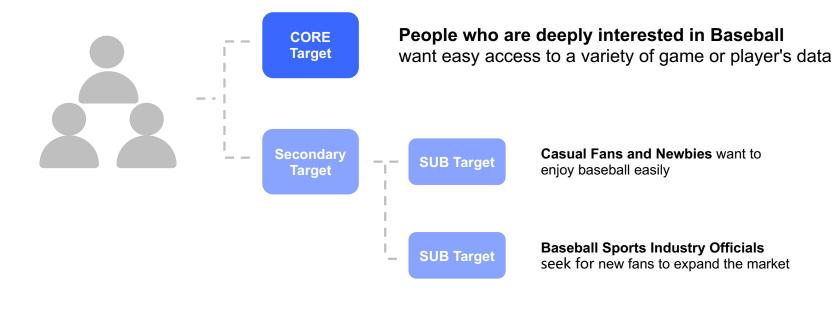
Are baseball fans actually interested in baseball stats or analysis?

Planning

What are you going to make and how?

"What are the main functions for casual fans or newcomers?"

Target & Solution



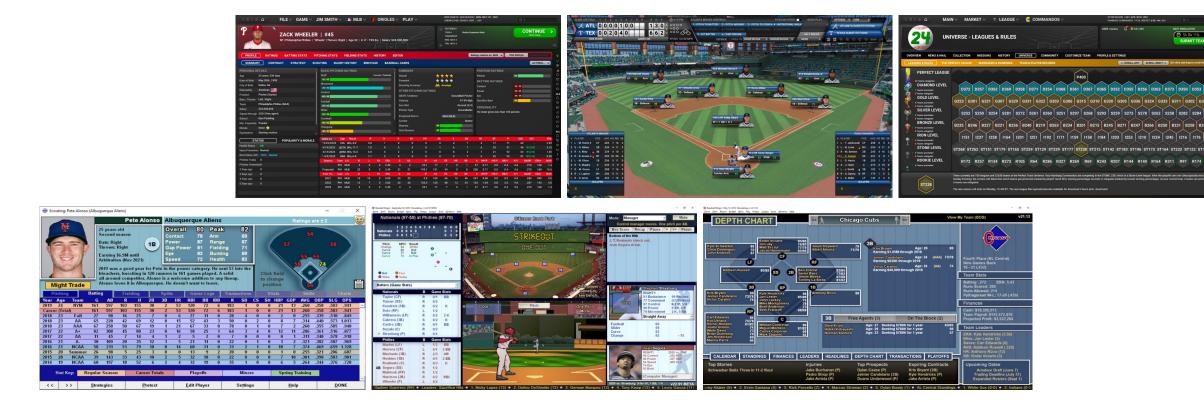
Mini Game for Entertainment and Better Understanding of Baseball Stats

Mini Game for Entertainment and Easier Information for Getting into Baseball

"What is the difference between your service and other baseball stats website or simulation games?"

Differentiation

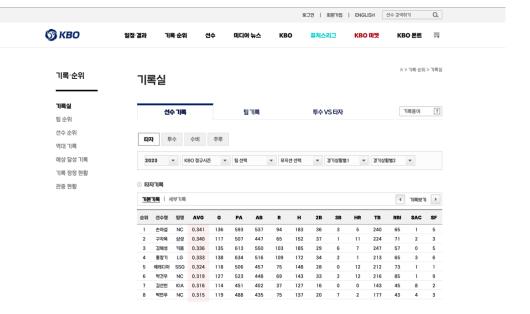
1. Simulation Games



Differentiation

2. Web Services





Differentiation

Simulation Games



- Only available by download -ing or need to be paid
- Require a deep understand -ing of baseball
- Complex UI

Websites



- Insufficient description of indicators that are unfamiliar
- Unable to grasp public opinion
- Poor readability



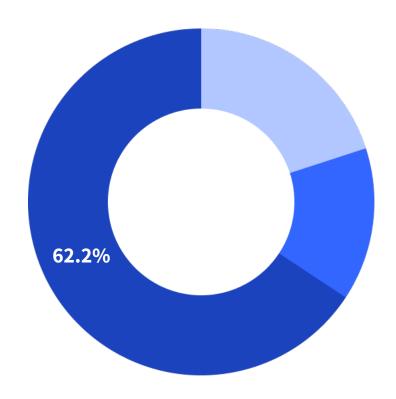
Baseball Metrics

- A simple game that everyone can enjoy
- High accessibility as a webbased game
- Provide description in an easy-to-understand manner
- ✓ User-friendly UX/UI

"Are baseball fans actually interested in baseball stats or analysis? What are the possible effects of your service?"

User Research: Needs

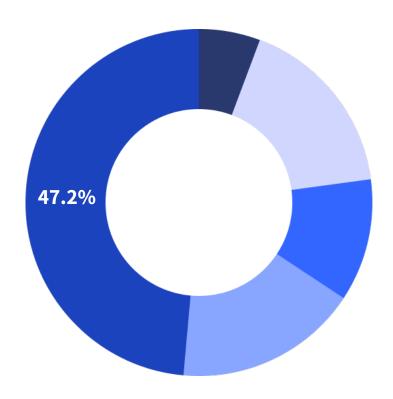
How interested are you in baseball?



- I have no interest at all.
- I have basic knowledge of baseball game rules and has watched baseball games more than once.
- I often watch baseball games, and there is a baseball team or player I support
- I am so interested in baseball that I watch baseball games every season.

User Research: Needs

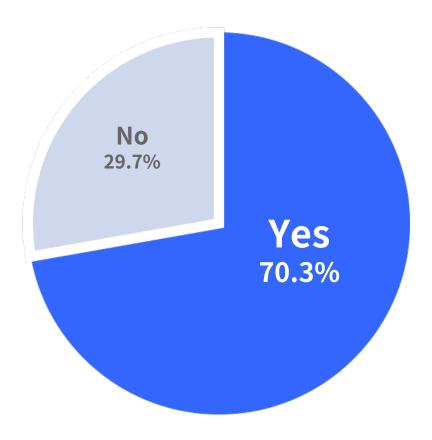
Do you know baseball stats such as OPS, BABIP, and WAR?



- I've never heard of it.
- I've only heard of it.
- I have a rough idea of what it means.
- I know what it means, and I can explain it briefly.
- I understand what it means and can use the figures to understand the game or the player's performance.

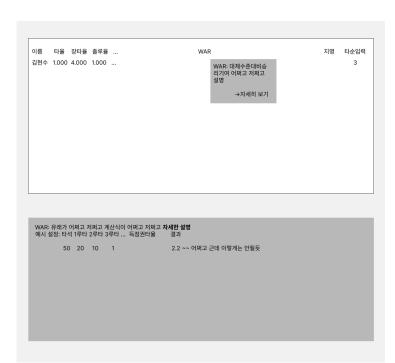
User Research: Needs

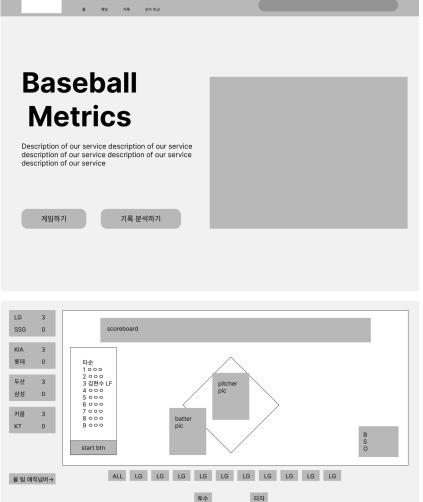
Have you ever tried to understand or felt the need to understand the baseball stats above?

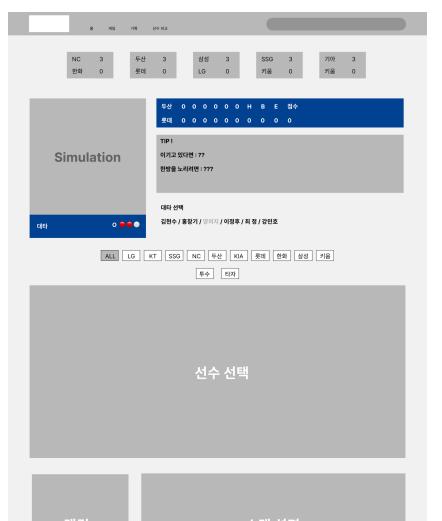


"What are you going to make and how?"

Wireframes







Game Logics

